

week 51:	"do your best"
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OORSUDTBYE spells..... Once the Cubs have worked out what the rearranged letters spell, talk about the concept of Do Your Best and about the Law and Promise ... Cubs should understand that in order to be a good Cub, they need to 'Do their Best' in everything they do.

The object of the games is to recap on some of the things they have previously learnt at Cubs – to do their best There are a lot of revision games in the Games Module – because the theme is 'Do Your Best', use the games to help the Cubs to do their best to remember what they have done during previous programmes.

Games:

1. **Active:** Letter Search

(For this whole term we have been working with letters, what do these letters stand for?)

The letters spelling DO YOUR BEST are scattered around the playing area; each Six to find their 'pieces' and work out what the letters spell.

2. **Quiet:** I Promise

Games module: page 22

3. **Revision:** Fire Fighters

Games module: page 41

4. **Relay:** Bull's Eye

Games module: page 36

5. **Revision:** Splinters

Games module: page 45

Sense Training:

1. **Sound:** Obey Orders

(Cubs need to listen ...)

Games module: page 24

2. **Sight:** Circle King

(Cubs get to notice things ...)

Games module: page 13

Yarn:

STONE SOUP

Once upon a time an old Swagman came to a farm-house. He knocked, and waited for the farmer's wife to answer the door. "Good day" he said. "I can do you a great service", and with that he took a smooth white stone from his swag. "This is a magic stone it will make the most beautiful soup you have ever tasted. Show me to your kitchen and I will demonstrate its magic powers. At the same time I'll do you a special good turn, and provide your family with a delicious lunch".

The farmer's wife was rather intrigued; she showed the Swagman to her kitchen. "Fetch me a large saucepan half full of water", he said. The farmer's wife did this. Then the Swagman popped the smooth, pure white stone in the water. With a slight splash it sank to the bottom of the pot.

Then the Swagman glanced round the kitchen; he spied a bunch of onions hanging in the corner. "Oh, a couple of those would do just fine", and he popped them in the pot. The water was beginning to warm up, "I see you have a garden of fine vegetables" said the Swagman. "Will you fetch some of those"? The farmer's wife returned with them and he added them to the pot.

By this time the water was just beginning to boil. "I'm sure you have some fine barley in your cupboard", said the Swagman, "Just a handful will do". And into the pot it went. "Now I need something to stir it with", and with that the Swagmen took a large hambone from the side bench and stirred the soup. "I'll leave that for a while now", he said. "Now, since I have done you such a fine good turn, you might like to make me a cup of tea while the soup cooks!" The farmer's wife made some tea, and by now the kitchen was filled with the delicious smell of soup. The Swagman stirred the soup again, and smiling to himself, he said that his magic stone had done its work once more; the soup was ready to eat. With that he took the smooth, pure white stone from the soup, wiped it very carefully and put it back into his swag.

"Now, if you set the table, I'll serve the soup; perhaps we might have some of that nice hot, fresh bread you baked early this morning, to eat with it!" It was certainly was beautiful soup but, did the Swagman in fact trick the farmer's wife?

Was his stone really magic? Did he really do a good turn or was it rather a clever way to get a free meal. What really is a GOOD TURN?

Discuss it with the Pack.

For the Activity or Craft, the Cubs should do something which can also double up as a good turn – make something they can give away either as a gift to someone who needs it or to the needy!

Craft/Activity

1. **Activity:** Various – as per Activity module – can be donated once made

Boomerang – page 11 – do your best to throw it far

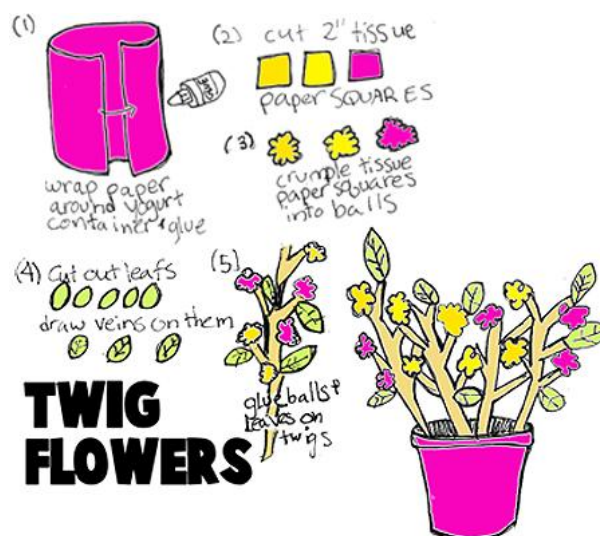
Feed the Face – page 12

Pull Along Car – page 32

2. **Handcraft:** Good Turn Tree

You will need some Plaster of Paris, a decent but smallish twig with lots of 'branches' to represent a small tree, a small container like a small yoghurt container, and small pieces of

paper with Good Turns on them (e.g. feed the dogs, wash the dishes, etc.). Set the twig in Plaster of Paris inside the yoghurt container and paint it to decorate it. Stick the good turns to give the impression of leaves. The idea is that every time the Mom or Dad wants the Cub to do something, they can pick a leaf, give it to the Cubs and he/she needs to do the Good Turn. This is the concept ...



Handcraft: Sensory Balloons

A simple activity to explore "touch" is Sensory Balloons!! Gather some balloons and use a household item to fill each one. For example you could use dry beans, coffee grounds, hair gel, flour, baby powder, rice, water, etc. The great thing about the coffee beans and baby powder is that they smell! So this is a great way to tie these two senses together in one activity. Once you have made a batch, hand them over to a special needs school.

Handcraft: Velcro sticks (to make for smaller kids)

What you need – craft sticks (available at craft stores) and Velcro. Cut Velcro into slivers to fit sticks and adhere. Get blank sticks and let the Cubs paint the sticks in different colors.



Donate to a needy pre-school.

Singing/Play Acting:

1. **Singing:** BP Spirit

Song in full or reference to Singing module.

2. **Playacting:** Making Music

In the Activity module there are a lot of ideas for musical instruments (page 41 onwards).
Let the Cubs make a musical instrument and put on a show.

Advancement covered:

None